

KONAMI®

MYSTIC WARRIORS

TM

WRATH OF THE NINJAS

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OPERATOR'S MANUAL

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PN.950435

Technical Information

- (1) Required power capacity - GND-Vcc 5V 4A or more
• GND-(+12V) * See the Wiring Diagrams.
- (2) Output : R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be installed horizontally.
- (4) There is no sound volume knob on the PCB. Sound level should be adjusted on the "GAME OPTIONS" in the Manual Test Mode. (See page 4.)
- (5) Handle with care.

Dip Switch Settings and Cabinets Available

This game is equipped with a 3-bit DIP SWITCH on the PCB; Switching between 2/4-player and other settings can be done easily with these DIP switches.

| DIP SWITCH | CONTENTS | DIP SW / ON | DIP SW / OFF |
|------------|-------------------|-------------|--------------|
| SW1 | SOUND OUTPUT | STEREO | MONAURAL |
| SW2 | COIN MECHANISM | INDEPENDENT | COMMON |
| SW3 | NUMBER OF PLAYERS | 4 PLAYERS | 2 PLAYERS |

e.g. : If you are using a 4-player upright with a "multi-coin mechanism", set SW2 and SW3 at "ON" (coin mechanism should be "INDEPENDENT"). If your cabinet does not have a multi-coin mechanism and has only one or two coin slots, set SW2 at "OFF" (coin mechanism should be "COMMON"). In the latter case, four Start Buttons must be equipped.

N.B. : 1) A single control upright or a cocktail table type cabinet cannot be used for this game.

2) On the STEREO cabinet, set SW1 at "ON" so that you can get better music and sound effects.

* Regarding other game options and coin options, refer to "Manual Test" on page 3.

Control Panel Information

Use a multi(for 4-player) or a dual(for 2-player) control panel with an 8-way joystick and two function buttons for each player.



8-WAY JOYSTICK



SHOOT
BUTTON



JUMP
BUTTON

Playing Instructions

〈STARTING GAME 2P/4P〉

- Up to 2/4 people can play simultaneously. Any player can join in at anytime.
- Choose the character you want to control from five individual characters:
SPYROS, KEIMA, KOJIRO, BRAD, YURI.
- Deposit coins and press Start Button, and the select screen will appear. (If you are using 4-player upright with a multi coin mechanism, SHOOT button can be substituted for Start button.)
Use the Joystick to select a character and press SHOOT or JUMP button to decide your favorite character and start the game.

〈HOW TO PLAY〉

This is a horizontal scrolling action game in which Ninja save his/her colleagues. When you choose your favorite character, the other characters are captured, and the game starts.









〈CONTROL〉

- Control your character with the 8-way Joystick. Use JUMP button to get over obstacles. Press SHOOT button to attack enemies. Enemies can also be destroyed by shooting down wood etc. aimed at them.
- If you shoot enemies at close range, more damage will be inflicted.
- To jump up to the second floor, push JOYSTICK upward and press JUMP button. To jump down, pull down JOYSTICK and press JUMP button.
- To avoid enemies' bullets, you can slide by pressing JUMP button with JOYSTICK pulled diagonally downwards.

〈DAMAGE〉

- You will be damaged when you are hit by enemies' bullets, snow balls, falling wood, or fire balls etc. A player will be out when he/she loses all his/her energy. Regardless of his/her remaining energy, a player will be out when he/she falls down from an airplane or an elevator etc.
The game will be over when all players lose their energies.

〈ITEM〉

- Shoot  "Senryobako," and the following items will appear.
 - Pick up  "Silver Star" for power-up. Additional points will be awarded if you gather three "Silver Stars"
 - Catch  "Shield" and  "Super Bomb" for special power-ups.
 - Take  "Sushi,"  "Udon,"  "Tempura," and  "Sukiyaki" to recover your energy.
 - Pick up Gold Bar, Ring, Necklace etc. for extra points.
- There are nine stages in all. Bonus points are given to you when you defeat the Boss enemies in each stage.
- Any player can join in at anytime. A continuation feature is available as many times as you want.

Self Test

Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and self test will repeat. If "15B BAD" is displayed, switch off and switch on again with continually pressing down on the TEST SWITCH on the PCB.

Manual Test

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test mode.

<N.B.> Switching on with TEST SWITCH pressed causes the problem in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press player 1 SHOOT BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use player 1 JOYSTICK to move arrow to desired test and press player 1 SHOOT BUTTON to initiate testing.

Press player 1 SHOOT or START BUTTON during or at the end of each test to return to the MAIN MENU.

MAIN MENU

I/O CHECK

SCREEN CHECK

COLOR CHECK

SOUND CHECK

MASK ROM CHECK

GAME OPTIONS

COIN OPTIONS

DIP SWITCH SETTINGS

GAME MODE

1PLYR JOYSTICK=SELECT ITEM

1PLYR SHOOT OR START=DO CHECK

(4) EXPLANATION OF THE ITEMS

1. I/O CHECK

Check the Joystick and all Buttons to see "1" when switched on.

Press player 1 and 2 SHOOT or START BUTTON simultaneously to return to MAIN MENU.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

4. SOUND CHECK

When "SOUND SCALE CHECK" is selected, a music scale sounds.

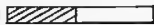
5. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

6. GAME OPTIONS

The following screen below will appear. Use player 1 Joystick and Buttons at the utility and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.)

After modification is completed, select "SAVE AND EXIT" and press player 1 SHOOT (or START) BUTTON to save and return to MAIN MENU.

| GAME OPTIONS | |
|------------------------------|---|
| PLAYER'S LIFE | 1 CREDIT 2 LIVES Select from 1 to 9 lives |
| PLAYER'S ENERGY | 1 LIFE 3 ENERGIES..... Select from 1 to 4 energies |
| DIFFICULTY LEVEL | 4/MEDIUM Select out of 8 levels |
| VIDEO SCREEN FILP | NORMAL "NORMAL" or "UP SIDE DOWN" |
| SOUND IN ATTRACT MODE | Select out of the following 9 types |
| | ALL THE TIME "ALL THE TIME", "COMPLETELY OFF", "ONCE EVERY 2-8 CYCLES" |
| SOUND VOLUME | 40  Sound Volume adjustment (0-59) |
| LOOP SETTING | Select out of the following 3 types: |
| GAME OVER AFTER SECOND ROUND | "GAME OVER AFTER SECOND ROUND" or "GAME OVER AFTER FINAL STAGE" or "ENDLESS" |
| FACTORY SETTINGS | Returned to Factory Settings |
| SAVE & EXIT | |
| EXIT | |
| 1 PLYR JOYSTICK | |
| UP/DOWN=SELECT OPTION | |
| 1 PLYR JOYSTICK | |
| LEFT/RIGHT=MODIFY SETTING | |

* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

7. COIN OPTIONS

①When the COIN MECHANISM is set at "COMMON" on the DIP SWITCH on the PCB (SW2 is "OFF"), the screen shows the following options. The coin setting in this case must be done for each coin slot.

| COIN OPTIONS | |
|---------------------------|--|
| FREE PLAY | NO Choice of Free Play (YES/NO) |
| COIN SLOT 1 | 1 COIN 1 CREDIT Not to be shown when "YES" is chosen |
| COIN SLOT 2 | 1 COIN 1 CREDIT Not to be shown when "YES" is chosen |
| FACTORY SETTINGS | |
| SAVE & EXIT | |
| EXIT | |
| 1PLYR JOYSTICK | Same as "GAME OPTION" |
| UP/DOWN=SELECT OPTION | |
| 1PLYR JOYSTICK | |
| LEFT/RIGHT=MODIFY SETTING | |

- ②When the COIN MECHANISM is set at "INDEPENDENT" on the DIP SWITCH on the PCB (SW2 is "ON"), the left coin slot will be for player 1, the right one for player 2. On this setting, "PREMIUM START" setting is available; you can set the play fee for starting higher than the play fee for continuation (e. g. - 2 coins start and 1 coin continue).

| COIN OPTIONS | |
|---------------------------------|---------------------------------------|
| FREE PLAY | NO Choice of Free Play (YES/NO) |
| PREMIUM START | NO "NO" or "YES 1" to "YES 4" |
| STARTING | 1 COIN 1 CREDIT |
| CONTINUATION | 1 COIN 1 CREDIT |
| FACTORY SETTINGS | |
| SAVE & EXIT | |
| EXIT | |
| 1 PLYR JOYSTICK | Same as "GAME OPTION" |
| UP/DOWN=SELECT OPTION | |
| 1 PLYR JOYSTICK | |
| LEFT/RIGHT=MODIFY SETTING | |

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

* COIN SETTING OPTIONS

| COIN(S) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |
|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 |

8. DIP SWITCH SETTINGS

The present settings will be shown on the screen. To modify settings, turn ON/OFF the actual DIP switches on the PCB. After modifying the settings, press player 1 SHOOT or START BUTTON to return to the MAIN MENU and then select "GAME MODE" to start the game on the revised settings.

<EXAMPLE>

| DIP SWITCH SETTINGS | |
|---|-----------------------------|
| DIP 1 | ON |
| DIP 2 | ON |
| DIP 3 | ON |
| DIP 4 | OFF |
| TO MODIFY SETTINGS, OPERATE THE RELEVANT DIP SWITCH ON THE PCB. | |
| SW1 | SOUND OUTPUT STEREO |
| SW2 | COIN MECHANISM INDEPENDENT |
| SW3 | NUMBER OF PLAYERS 4 PLAYERS |
| SW4 | UNAVAILABLE |
| 1 PLYR SHOOT OR START = EXIT | |

